

Course Title: **Design for Social and Emotional Wellbeing**

Course Code: **DESN614**

Descriptor Start Date: **01/01/2024**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S: **DESN513**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Students will explore codesign and co-creation approaches to harness community strengths and capability aimed at restoring community wellbeing structures.

LEARNING OUTCOMES

1. Investigate and evaluate a range of design for health concepts, ideas and their practical application.
2. Engage with analytical and critical methods to evaluate and synthesise practice.
3. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori, of manaakitanga (care), motuhaketanga (self-determination) and kōrero pono (speaking truthfully).
4. Engage and apply a range of appropriate technologies or processes for the Design for Health minor.

CONTENT

Design within health contexts is conceived as a way to implement tangible outcomes. Course content will enable the consideration of what it means to live in a complex world, by examining holistic approaches and collective leadership to engage in valued collaboration across disciplines. Creative and collaborative approaches are supported to enable design-led change.

LEARNING & TEACHING STRATEGIES

Disclaimer: Course descriptors may be amended between teaching periods/semesters

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

ASSESSMENT PLAN

| Assessment Event | Weighting % | Learning Outcomes |
|-----------------------|-------------|-------------------|
| Formative Assessment | 0.00 | 1 - 4 |
| Health Design Project | 100.00 | 1 - 4 |

| | |
|------------------|-------------------------------|
| Grade Map | MAP1 |
| | A+ A A- Pass with Distinction |
| | B+ B B- Pass with Merit |
| | C+ C C- Pass |
| | D Fail |

Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3619, Bachelor of Design Te Tohu Paetahi mō te Hoahoa

Related Programme/s: AK3352

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